

Mike Elliott

# THUNDERSTONE<sup>®</sup> QUEST

AT THE FOUNDATIONS  
OF THE WORLD

QUEST 4

Set Design by  
Bryan Reese and Mark Wootton

RULEBOOK &  
QUESTBOOK





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## A game by Mike Elliott For 2–6 players, ages 14 and up

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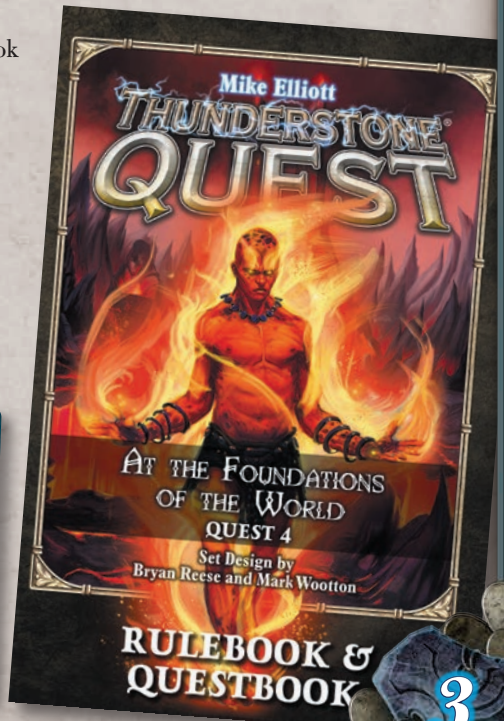
## INTRODUCTION

*At the Foundations of the World* is an expansion product for *Thunderstone Quest*®. Rules for new components start on page 4. Those who are familiar with these components can skip directly to the Questbook on page 6.

## UNPACKING THE BOX

This box should include the following components. If it does not, please visit our website at <https://alderac.com/customer-service> for assistance. Please note that this is an expansion to *Thunderstone Quest* and is not a stand-alone game.

- 1 Quest 4 *At the Foundations of the World*, the full contents of which are featured in the Questbook (see pages 7-8)
- 1 copy of each Monster, Hero, Item, Spell, and Weapon from *At the Foundations of the World*, to be used in Epic Mode
- 1 *At the Foundations of the World* Rulebook/Questbook





# PRESTIGE CLASS BOARDS

Prestige Class boards are dual-sided: One side for use in Barricades Mode (cooperative play) and one side which may be used (optionally) in competitive games. Rules for Barricades Mode are covered in the *Barricades Mode* expansion's Rulebook. When playing competitive games, a new 11b setup step for the *Thunderstone Quest* Rulebook is added to the end of step 11. Starting with the first Champion and proceeding in turn order, each Champion may choose 1 Prestige Class with which to play. Then Champions select their Side Quests and/or Guild Sponsorships as normal.

Prestige Classes are a new board that allows you to train in a specialized class, gaining new powers as you gain Ranks. The training section (top) of each Prestige Class board explains how to gain 1 Rank (↑) in your Prestige Class (1) or potentially 2 Ranks (↑↑) at once (2). The Rank numbers (3) are to the right of the cost. These Ranks cost to gain, as listed on the left-hand side of the board within the Rank to which you are going (4). You must pay the cost of each Rank you gain. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not gained. You do not start with any Ranks in your Prestige Class, and Ranks must be gained in order; they cannot be skipped. When a Rank is gained, it will unlock new powers for your benefit (5). Sometimes, this may give you a new ability ready to use that turn, such as a **SPOILS** ability.

## Duelist

1

↑: Defeat 1 **U**<sup>+</sup> Monster with a wielded **WEAPON**.

↑↑ or ↑↑↑: Defeat 1 **W**<sup>+</sup> Monster with **FIGHTERS** and/or **ROGUES** wielding a combined 6<sup>+</sup> **W** (printed) of **WEAPONS**.

(Once per turn, after you complete 1 of the above, pay the cost listed below for each of the 1 or 2 new Ranks, or nothing is gained.)

**RANK**

0 1

1 2

2 3

3 4

4 5

5 6

6 7

7 8

8 9

**3** Your HEROES' **W** cannot be reduced. Once per turn, before your **WEAPON** is discarded/destroyed, you may cancel it.

**WEAPONS** have +1 **W** for your **FIGHTERS** and -1 **W** for your **ROGUES**.

This Prestige Class is worth 4 **W** (when the game ends).

**SPOILS**

If you have a **FIGHTER** and a **ROGUE**, gain the **LEGENDARY WEAPON Dancing Sword**. If you cannot, gain 1 **W**.

Your **W** used to boost **W** also give +1 **W** if a **FIGHTER** or +1 **W** if a **ROGUE**.

Monsters have -1 **W** if you have a **FIGHTER** and +1 **W** if you have a **ROGUE**.

This Prestige Class is instead worth 3 **W** per Rank you have.

Your **FIGHTERS** and **ROGUES** have both keywords. You permanently have +1 HP.

**DUNGEON**

Gain 1 **WEAPON** or 1 **W** **HERO** from the Village and draw it into your hand.





# QUESTBOOK



QUEST 4

AT THE FOUNDATIONS  
OF THE WORLD





## QUEST 4:

# AT THE FOUNDATIONS OF THE WORLD



## QUEST CARD LIST

### HEROES

- 15x Darkrend
- 15x Grimwolf
- 15x Honormain
- 15x Jadress
- 15x Moonblades
- 15x Stormskull

### ITEMS/ALLIES

- 8x Damilu Huskie
- 8x Daramere's Cloak
- 8x Potion of Light
- 8x Ring of Proficiency

### SPELLS

- 8x Death Pact
- 8x Mirror Image
- 8x Tempest
- 8x True Seeing

### WEAPONS

- 8x Broadsword
- 8x Crossbow
- 8x Flail
- 8x Two-Handed Sword

### I MONSTERS

#### 10X AIR SERVITORS

- 2x Accounter of Truth
- 2x Air Elemental
- 2x Choker
- 2x Eagle Eyes
- 2x Invisible Stalker

#### 10X WATER SERVITORS

- 2x Gelatinous Cube
- 2x Marid
- 2x Watcher from the Deep
- 2x Water Elemental
- 2x Water Weird

### II MONSTERS

#### 10X EARTH SERVITORS

- 2x Earth Priest
- 2x Gargoyle
- 2x Stone Dracolisk
- 2x Stone Gorgon
- 2x Stone Walker

#### 10X FIRE SERVITORS

- 2x Elemental Drake
- 2x Fire Efreet
- 2x Fire Giant
- 2x Fire Priest
- 2x Fire Salamander

### III MONSTERS

#### 10X ABYSSAL FOUNDERS

- 2x Daughter of Pain
- 2x Demonic Vulture
- 2x Lord of Greed
- 2x Pit Grudge Hound
- 2x Prince of Agony

#### 10X DIVINE FOUNDERS

- 2x Blinding Avenger
- 2x Iridescent Angel
- 2x Light Priest
- 2x Light Wrath
- 2x Unrelenting Bright

## QUEST CARD LIST [CONTINUED]

### GUARDIAN

MIRICELLE, SCION

DEFENDER



### OTHER

6x Guardian Guides

24x Paper Dividers

24x Plastic Dividers


24x Randomizers


### TREASURES


1x Elmoran


2x Treasure Cache


### DUNGEON ROOMS


Air Temple 

Water Temple 

Earth Temple 

Fire Temple 

Abyssal Temple 

Celestial Temple 

### PRESTIGE CLASS

1x Duelist





# DESTINY INTERRUPTED

By Brett Satkowiak

Resting on the table, the black cube gleams in the firelight. You reach for the bottle of acidic liquid you brought back from Baalok's temple. Removing the stopper, you tip the neck of the bottle down, careful not to release more liquid than desired. A drop hits the hard surface of the cube and begins to hiss, fighting to penetrate the material. The sound grows in intensity as the first cracks appear. You and your fellow Champions take a step back as the material fights for its life, rattling on the table. Another crack appears as the quaking intensifies. Suddenly the room is engulfed in light as the item ruptures entirely.

When you feel safe enough to open your eyes again, the room is a bit more occupied. Standing before you is a man unlike anything you've ever seen. He is tall, well over six feet, with greenish skin and yellow eyes. His features initially strike you as elvish, then orcish, then human, before you surrender all hope of categorization.

"I must say, Champions," he begins in the common tongue, but with an unknown accent. "You've done quite well so far. Baalok's escape from the mire could have doomed us, especially if he retrieved the Mirror. But the trip to Rig Mer-Kell turned out to be a blessing in disguise. Perhaps the world is on our side a bit after all."

"Wh—who are you?" one of your fellow Champions blurts out.

"This will be hard to accept, sirs, but that cube has kept me safe for nearly 10,000 years. My name is Elmoran, and I'm afraid I've long been the last of my kind. You have all become part of a story that dates back to the beginning of our world, and it is now time to ensure that the world's story goes on. Where is Miricelle?"

You and the others look at each other in surprise.

"How do you know—?"

"Later, Champion. Where is she?"

You shake your head slightly to focus it back on the question. "Um, we don't know actually. She disappeared, along with the Keep's elder, Rennard."

Elmoran's jaw tenses as he inhales sharply. "Then there is no time to waste. Gather your best men, Champions. If any of us are to survive this day, we'll need everything you can muster."



Miricelle opens her eyes to a landscape that is both foreign and familiar. She and Rennard are surrounded by hills in the distance, rife with lightning storms, thunder echoing across the plain.

"Welcome home," Rennard says.

"It's terrible," she whispers, as she marvels at the barren landscape.

"Indeed. But soon you will have the power to reshape it into a home that will rival that of the gods. And they won't take it away from us again."

"What now?"

"This land birthed that prison that you were born into. The hills here are home to six temples, built by servitors from each of the six elemental powers that now hold that world up. Through those temples, you will draw what power remains from the world of the Keep, dissolving everything within it for our people. But first, you must shed that world's trappings once and for all. Receive what power we have left as your own."

As he spoke, shadowy figures materialized around them, inspecting Miricelle with silent curiosity and wonder. Rennard convulsed momentarily as his Scion form emerged,

causing the human body to collapse in the dirt. His form stood before Miricelle and raised a hand to her chest, causing a wave of red shadow to wash over her and transform her into the Scion Defender, a powerful being that bridged the gap between them and the world that shared her genesis. Once the process was complete, she opened her eyes and set them in the direction of the first temple, determined to fulfill her destiny.



The vortex closes behind you with a gentle pop as you examine the surroundings.

Immense storms rage through the hills that circle around you in all directions. There is no sun or moon, but a pale light covers the land.

Honormain is the first to see the body and runs to inspect it. "It's Rennard," she confirms. "He's dead."

"If he was able to lead Miricelle here, I imagine he was gone long ago," Elmoran says. "This is the Stormland, my fellows. Here Miricelle will try to undo the very foundations of our world. We must find her and stop her at any cost, or this will be our new home."



## DESTINY INTERRUPTED ADVENTURE CARD LIST

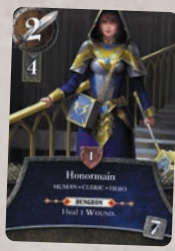
### HEROES



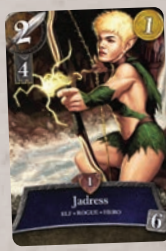
Darkrend



Grimwolf



Honormain



Jadress

### ITEMS



Daramere's  
Cloak



Ring of  
Proficiency



Death Pact



Mirror  
Image



Tempest

### SPELLS



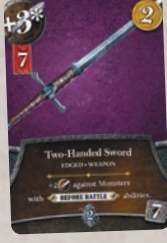
## WEAPONS



Crossbow

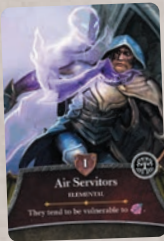


Flail



Two-Handed Sword

## MONSTERS



Air Servitors



Fire Servitors



Divine Founders

## GUARDIAN



Miricelle, Scion Defender



## ROOM TILES

Air Temple



Water Temple

Fire Temple



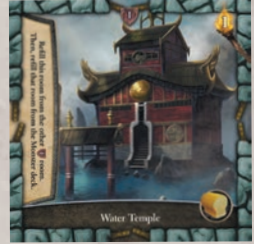
Earth Temple

Abyssal Temple



Celestial Temple

Miricelle's Lair



### Miricelle's Lair

**THREAT LEVEL**

1 2 3 4 5 6 7

**SCION'S DOMINATION**  
Add 2, or roll 1d6 for each HERO you have. On a 1, 2, or 3, discard that HERO.

**SCION'S DISEASE**  
You may discard 2 cards. If you don't, add 1 and gain 1.

**SCION'S GUIDANCE**  
Add 1. Roll an extra 1 (this extra roll does not count towards the maximum of 16).

Each turn before placing Champions, each Champion rolls as the Threat Level indicates. Advance the Threat token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.



# ONE STEP BEHIND

By Brett Satkowiak

Grimwolf's blade comes down hard upon the fallen stone dragon, piercing the rock of its chest. The creature lets out a screeching gasp before falling silent. "This is getting old," Stormskull groans. "She seems to be one step ahead of us all the way."

"Indeed," Elmoran says with a sigh. "The temples are falling one by one to Miricelle's influence. Soon she will be powerful enough to finish the Scions' task. Perhaps I have failed this time."

"What do you mean, 'this time?'" you ask.

"I have faced the Scion Defender before, although he was a young orc male on that particular occasion. My mentor defeated the Defender before me. Of all the races, we excelled at unlocking the world's secrets. We were the first to discover the Stormland, the first to learn of the Scions, and the first to know where our world originated.

The Scions' power in our world comes like the seasons, you see. It takes approximately 10,000 years for it to converge once more and birth their Defender. And each time, my people have been there to stop the Defender's return to the Stormland and the destruction of our world.

"However, wars were raging when it happened the last time, and fear toward my people and our knowledge gripped the races of our world. We were hunted to extinction. I tried to find others who would listen, others who would carry on the burden of preventing this, but I failed. So I created the cube to protect me until we would be needed again and buried it with the Mirror, hoping that when someone came for the Mirror, they'd find a way to free me as well. And you all performed wondrously, giving hope that we can force the Defender into dormancy for another 10,000 years."

"Why dormancy?" you ask. Elmoran looks confused. "If this thing keeps threatening our world like this, why don't you put an end to it? Why allow it the chance to come back at all?"

"Defeating the Defender disperses the gathered energy, resetting the clock and starting the process over again. Frankly, we haven't put a stop to it . . . because we don't know how."

You turn to gaze out the temple window into the Stormland and the lightning in the distance. "Well maybe this time we'll figure that out." You turn back to the party once more. "But that can't happen if we don't find Miricelle. Let's get a move on."

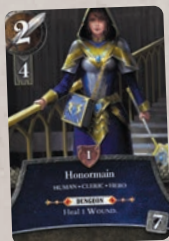


## ONE STEP BEHIND ADVENTURE CARD LIST

### HEROES



Grimwolf



Honormain



Moonblades



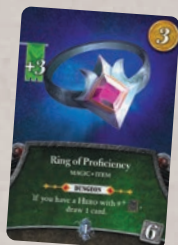
Stormskull



## ITEMS



Damilu Huskie



Ring of Proficiency

## ROOM TILES

Air Temple



Water Temple

Fire Temple



Earth Temple

Abyssal Temple



Celestial Temple

Miricelle's Lair



## SPELLS



Death Pact



Mirror Image

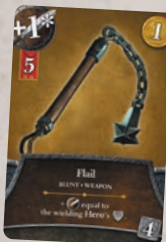


True Seeing

## WEAPONS



Broadsword



Flail



Two-Handed Sword

## MONSTERS



Water Servitors



Earth Servitors



Abyssal Founders

## GUARDIAN



Miricelle, Scion Defender





# THE DEFENDER ASCENDS

By Brett Satkowiak

“This is the final temple,” you think to yourself as you run, splashing through the water that fills the halls here. “She’s here. She has to be!” Without flinching, you charge ahead through the closed gate at the end, the doors swinging open with a spray of water to reveal a large chamber.

The rest of the party fills in behind you as you gaze upon what Miricelle has become. Her skin has changed to a violet hue, stained with red, like the dark shadows that swirl around the Stormland. Large dark horns protrude from her forehead. She is unrecognizable except for her eyes. You wonder why you never truly noticed them before, how the colors in them shift constantly, revealing her bizarre nature and origin. Perhaps the world hid them from you and everyone else, protecting the being at the center of its formation, but there is no mistaking them now. She hovers in the air in the center of the room, surrounded by power. The book she carried with her, the book the others had risked their lives to recover for her, is suspended by her side, siphoning

energy from the air like a condensing mist, which Miricelle then absorbs into herself.

“You’ve done well to make it this far, Champion,” she says, her voice echoing in the space. “I’d hoped the forces I command would have prevented you from making it here altogether, but they slowed you down enough.”

“We won’t let you do this, Miricelle!” you shout. “Think of all the lives you’re destroying.”

“That world and everyone in it is an accident!” Miricelle’s voice grows with an unexpected rage. “But I will undo that accident and use its energy to give my people their due.”

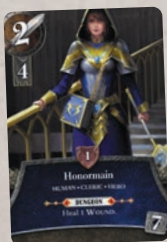
“There is no reasoning with her, Champion,” Elmoran says. “It’s her world or ours. It’s time to end this.”

You know he’s right. The fate of the world lies with you now. Can you defeat Miricelle in time?



## THE DEFENDER ASCENDS ADVENTURE CARD LIST

### HEROES



Honormain



Jadress



Moonblades



Stormskull



## ITEMS



Damilu Huskie



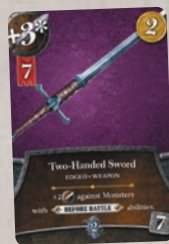
Potion of Light



Broadsword



Flail



Two-Handed  
Sword

## SPELLS



Death Pact

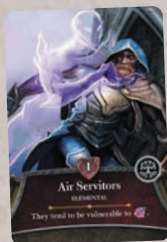


Tempest



True Seeing

## MONSTERS



Air  
Servitors



Earth  
Servitors



Abyssal  
Founders



Water  
Servitors



Fire  
Servitors



Divine  
Founders

## 6 MONSTER GROUPS

In this setup, we use 6 Monster groups, divided into 6 decks. Put 1 Guardian Key in each Monster deck, and place each deck next to its respective elemental room. When a Dungeon Room needs to be filled with a Monster, fill the room with a Monster from the corresponding elemental Monster deck (e.g., Fire Servitors refill the Fire Temple, Divine Founders refill the Celestial Temple, etc.).



## ROOM TILES

Air Temple  Water Temple

Fire Temple  Earth Temple

Abyssal Temple  Celestial Temple

### Miricelle's Lair



## GUARDIAN



Miricelle, Scion Defender





**Miricelle's Lair**



**THREAT LEVEL** 1 2 3




1 2 3 4 5 6 7


**IV**



**SCION'S DOMINATION**  
Add 2 , or roll 1d6 for each Hero you have. On a 1, 2, or 3, discard that Hero.

**SCION'S DISEASE**  
You may discard 2 cards. If you don't, add 1  and gain 1 .

**SCION'S GUIDANCE**  
Add 1 . Roll an extra 1  (this extra roll does not count towards the maximum of 16 .

Each turn before placing Champions, each Champion rolls  as the Threat Level indicates. Advance the Threat token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.



# HOW MANY LEVELS HAVE YOU CLEARED?

MIRICELLE,  
SCION DEFENDER











## FAQ

**If my Light total is reduced after I start moving through the Dungeon, such as from a Monster who discards my Item, does it reduce where I may travel in the Dungeon? Does it reduce the amount of Light I have for Spoils effects?**

Once your Light total has been produced and you begin moving, having your Light reduced will not affect that movement.


For example, if you produce the 4 Light you need to get to the Abyssal Temple, and along your way to the Abyssal Temple a Monster discards your *Lantern* (reducing your Light to 3), this does not interrupt your current movement. You still make it to the Abyssal Temple. However, after you defeat the Monster, the Abyssal Temple only gives you +3XP, not +4XP.

**If I have a Hero for just the turn (e.g., *Mirror Image*) and it gets leveled up or down, what happens?**

You would level it up or down as normal and then return the newly leveled Hero, where and when appropriate.

**If *True Seeing* is used to look at the top card of a Monster deck, what happens if it is a Guardian Key?**

Set the Guardian Key aside and continue drawing the top card of the Monster deck until a Monster is found. Shuffle the revealed Key back into the Monster deck at the end of the turn.

**If I choose not to use Abyssal Temple's Spoils ability can I stay in the Abyssal Temple, or do I have to place my Champion in the  room?**

You may stay at the Abyssal Temple.

**If I spend gold on a card, ability, etc., do I still “have” that gold for the purposes of effects like *Moonblades' trait*?**

Yes, *Moonblades* does not care whether or not you have spent the gold.

**The Dungeon ability on *Tempest* requires a Fighter and Rogue. Can I use a dual class Hero that has both classes or do I need to use separate Heroes?**

You can use a dual class Hero.

**The *Fire Giant* requires you to destroy Spells until you have the same number of Spells and Wizards. What happens if I have more Wizards than Spells?**

You do not need to destroy any Spells.

